DRUID

Until now, the balance of power has been held and peace maintained throughout Belorn. But now, four demon princes have appeared through an Inter-dimensional gateway in the dungeons of the evil lich Acamantor.

The Task of destroying the princes and closing the gateway has fallen on you, last of the Great Druids.

The Demon princes are to be found lurking in the darkest depths of the dungeon, and can only be destroyed by use of your most powerful spell, which must, in this case, be transmitted by touch.

Throughout the dungeon, you will find chests containing spells of formidable power to aid you in your quest and Pentograms of life, which will fully revitalize your life essence. Use these resources wisely in order to survive the constant onslaught of the hell-spawned dimensional monsters and face the demon princes.

Succeed, and you may attain the ultimate level of light Master, greatest of all Druids. Fail and become no more than a halfwit, your captive soul joining the many ghosts of those who have preceded you, lost in Acamantor's dungeons.

Druid was written, designed and programmed for the Commodore and Spectrum by Dene Carter and Andrew Bailey.
Amstrad version by Paul Hutchinson
Cover illustration by Alan Craddock.

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DRUID CONTROL

	C-64	SPECTRUM AMSTRAD
LEFT	**Z**	**Z**
RIGHT	**X**	**X**
UP	**]**	**K**
DOWN	**?**	**M**
FIRE	**SPACE**	**SPACE/L**

	C-64	SPECTRUM AMSTRAD
KEY	+	**1**
INVISIBILITY	**–**	**2**
GOLEM	**£**	**3**
CHAOS	**CLR HOME**	**4**
PAUSE	**RUN STOP**	**H**

You may use a joystick (Port 1 on the Commodore).

P will CYCLE THROUGH the missile spells; water, fire and lightning.

GOLEM

Once you have created a golem, either you can control it (Automatic Mode), or a second player can control the golem (Manual mode [not available on the Spectrum]).
Press **P** (**C**= on the Commodore) to select between Manual and Automatic golem control while the game is paused.

AUTOMATIC GOLEM

Press **A** (**C**= on the Commodore) to command the golem to: **WAIT**; **FOLLOW** the druid or **SEND** the golem in the direction that the druid is facing.

MANUAL GOLEM

COMMODORE: Use a Joystick in Port 2.

AMSTRAD: Use a Joystick if the druid is keyboard controlled, or use keys **Z**, **X**, **K** & **M** if the druid is joystick controlled.

Guarantee

If this program is faulty and fails to load, please return it to the address below and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.

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